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**Listing of the Claims**

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Claims 1-47 (Previously Cancelled)

48. (Currently Amended) A gaming device comprising:

a currency receiver being adapted to receive at least one medium of currency;

a display device being adapted to display indicia corresponding to an outcome of a wagering game, the outcome of an occurrence of the wagering game being at least partially randomly determined; ~~and wherein a player of the gaming device is provided with~~

a first output device adapted to dispense a gaming award based on the occurrence of a predetermined winning outcome or cumulative result of a plurality of outcomes during the occurrence of the wagering game after depositing at least a minimum amount of the at least one medium of currency in the currency receiver; and

a first second output device being adapted to dispense a ticket that is not a gaming award after the occurrence of a triggering event, wherein the triggering event is not the occurrence of a predetermined winning outcome or a cumulative result of a plurality of outcomes of the wagering game wherein the player is provided with a gaming award, and wherein the triggering event is not every occurrence of the wagering game.

49. (Currently Amended) A gaming device according to claim 48, wherein the display device comprises at least one reel display.

50. (Original) A gaming device according to claim 48, wherein the display device is a video display.

51. (Cancelled)

52. (Cancelled)

53. (Currently Amended) A gaming device according to claim 48, wherein the triggering event is a predetermined outcome of the wagering game that does not result in providing a gaming award, and the predetermined outcome is not every outcome that does not result in a gaming award.

54. (Currently Amended) A gaming device according to claim 48, wherein the triggering event is a predetermined number of occurrences of the wagering game in which the

outcomes of the occurrences of the wagering game do not result in providing a gaming award, wherein the predetermined number of occurrences is greater than one.

55. (Original) A gaming device according to claim 48, wherein the triggering event is a predetermined number of occurrences of the wagering game that do not result in providing a gaming award, wherein the predetermined number of occurrences of the wagering game occur within a predetermined time period.

56. (Original) A gaming device according to claim 48, wherein the triggering event is a predetermined number of occurrences of the wagering game.

57. (Original) A gaming device according to claim 48, wherein the triggering event is a randomly determined occurrence of the wagering game.

58. (Original) A gaming device according to claim 48, wherein the triggering event is a randomly determined time that is not dependant on an occurrence of the wagering game.

C1 59. (Original) A gaming device according to claim 48, further comprising a player tracking card receptacle, wherein the triggering event is at least partially dependant on a player tracking card being disposed within the player tracking card receptacle.

60. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are promotional tickets.

61. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are redeemable for one occurrence of the wagering game.

62. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are redeemable for one occurrence of a second wagering game on a second gaming device.

63. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are redeemable for services provided by a gaming establishment.

64. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are scratch-off tickets.

65. (Currently Amended) A gaming device according to claim 48, further comprising a secondary game unit comprising a secondary display device being adapted to display a randomly selected portion of secondary indicia corresponding to an outcome of a secondary event occurring at the gaming device, wherein a gaming award is dispensed upon occurrence of a winning secondary outcome.

66. (Original) A gaming device according to claim 65, wherein the secondary game device comprises a wheel.

67. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are one of redeemable for one occurrence of the wagering game and entries in a drawing.

68. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are entries in a drawing and redeemable for one occurrence of the wagering game

C1 69. (Currently Amended) A gaming device according to claim 48, wherein the ~~first~~ second output device dispenses a ticket redeemable for one occurrence of the wagering game and a ticket representing an entry in a drawing upon the occurrence of the triggering event.

70. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are entries in a drawing.

71. (Original) A gaming device according to claim 70, further comprising a selection device being adapted to select at least one indicia from a predetermined set of drawing indicia.

72. (Original) A gaming device according to claim 71, wherein the selection device is adapted to select the at least one drawing indicia randomly.

73. (Original) A gaming device according to claim 71, wherein the drawing indicia are numbers.

74. (Original) A gaming device according to claim 70, further comprising an input device being adapted to be operated by a player to select at least one of the drawing indicia.

75. (Original) A gaming device according to claim 74, wherein the input device comprises a keypad.

76. (Original) A gaming device according to claim 74, wherein the input device comprises a touch screen.

77. (Original) A gaming device according to claim 74, wherein the drawing indicia are numbers.

78. (Currently Amended) A gaming device according to claim 48, wherein the tickets dispensed by the ~~first~~ second output device are different in form from the gaming award.

79. (Currently Amended) A gaming device according to claim 48, wherein the ~~first~~ second output device comprises a printer.

80. (Original) A gaming device according to claim 79, wherein the printer prints indicia corresponding to at least one of a plurality of signals generated at a location remote from the gaming device.

c1 81. (Original) A gaming device according to claim 80, wherein the plurality of signals are generated by a gaming establishment.

82. (Original) A gaming device according to claim 81, wherein the plurality of signals are generated in direct response to operator input.

83. (Original) A gaming device according to claim 79, further comprising an input device being adapted to be operated by a player, wherein the printer prints indicia corresponding to at least one of a plurality of signals generated in response to the operation of the input device by the player.

84. (Currently Amended) A method of conducting a wagering game of chance comprising the steps of:

providing a player with an opportunity to place a wager;

providing a gaming unit for playing a wagering game, the outcome of an occurrence of the wagering game being at least partially randomly determined;

providing the player of the gaming device with a gaming award based on the occurrence of a predetermined outcome during the occurrence of the wagering game; and

dispensing a ticket that is not a gaming award to the player after the occurrence of a triggering event, wherein the triggering event is not the occurrence of a ~~predetermined winning outcome~~ or a cumulative result of a plurality outcomes of the wagering game ~~wherein the player is provided with a gaming award~~, and wherein the triggering event is not every occurrence of the wagering game.

85. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the step of providing the gaming award is independent of the step of dispensing a ticket.

86. (Currently Amended) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a predetermined outcome of the wagering game that does not result in providing a gaming award.

C 1 87. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a predetermined number of occurrences of the wagering game in which the outcomes of the occurrences of the wagering game do not result in providing a gaming award.

88. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a predetermined number of occurrences of the wagering game in which the outcomes of the occurrences of the wagering game do not result in providing a gaming award, wherein the predetermined number of occurrences of the wagering game occur within a predetermined time period.

89. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a predetermined number of occurrences of the wagering game.

90. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a randomly determined occurrence of the wagering game.

91. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the triggering event is a randomly determined time that is not dependant on an occurrence of the wagering game.

92. (Original) A method of conducting a wagering game of chance according to claim 84, comprising providing player identification information for the player to the gaming device, wherein the triggering event is at least partially dependant on providing player identification information to the gaming device.

93. (Original) A method of conducting a wagering game of chance according to claim 92, comprising providing player identification information for the player to the gaming device via a player tracking card.

94. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are promotional tickets.

95. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are redeemable for one occurrence of the wagering game.

96. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are redeemable for one occurrence of a second wagering game on a second gaming device.

97. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are redeemable for services provided by a gaming establishment.

98. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets dispensed are scratch-off tickets.

99. (Currently Amended) A method of conducting a wagering game of chance according to claim 84, comprising providing a secondary game unit being adapted to display a randomly selected portion of secondary indicia, wherein an award is dispensed upon occurrence of a winning secondary outcome.

100. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are one of redeemable for one occurrence of the wagering game and entries in a drawing.

101. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are entries in a drawing and redeemable for one occurrence of the wagering game

102. (Original) A method of conducting a wagering game of chance according to claim 84, comprises dispensing upon the occurrence of the triggering event a ticket redeemable for one occurrence of the wagering game and a ticket representing an entry in a drawing.

103. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are entries in a drawing.

104. (Original) A method of conducting a wagering game of chance according to claim 103, comprising selecting at least one indicia from a predetermined set of drawing indicia.

105. (Currently Amended) A method of conducting a wagering game of chance according to claim 104, comprising configuring the gaming unit to select ~~selecting select~~ the at least one indicia from the predetermined set of drawing indicia randomly.

cl 106. (Original) A method of conducting a wagering game of chance according to claim 104, wherein the drawing indicia are numbers.

107. (Original) A method of conducting a wagering game of chance according to claim 103, comprising providing an input device being adapted to be operated by a player to select at least one of the drawing indicia.

108. (Original) A method of conducting a wagering game of chance according to claim 107, wherein the input device comprises a keypad.

109. (Original) A method of conducting a wagering game of chance according to claim 107, wherein the input device comprises a touch screen.

110. (Original) A method of conducting a wagering game of chance according to claim 107, wherein the drawing indicia are numbers.

111. (Original) A method of conducting a wagering game of chance according to claim 84, wherein the dispensed tickets are different in form from the gaming award.

112. (Original) A method of conducting a wagering game of chance according to claim 84, comprising printing indicia on the tickets corresponding to at least one of a plurality of signals generated at a location remote from the gaming device.

113. (Original) A method of conducting a wagering game of chance according to claim 112, comprising generating the plurality of signals at a gaming establishment.

114. (Original) A method of conducting a wagering game of chance according to claim 112, comprising generating the plurality of signals in direct response to operator input.

115. (Original) A method of conducting a wagering game of chance according to claim 112, comprising printing indicia on the tickets corresponding to at least one of a plurality of signals generated in response to the player operating an input device of the gaming device.

116. (Currently Amended) A method of conducting a wagering game on an electronic gaming device comprising the steps of:

providing a player with an opportunity to place a wager and to play the wagering game at the wagering device, wherein the outcome of each occurrence of the wagering game is at least partially randomly determined;

accumulating comp points for the player as the player plays the wagering game wherein the comp points are not determined by the outcome of the randomly determined wagering game or by the skill of the player;

displaying a visible indication of the player's accumulated comp points at the gaming device; and

providing the player with the opportunity to redeem at least a portion of the accumulated comp points at the gaming device via an input device.

117. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 116, comprising displaying at least one redemption option to a player at the gaming device.

118. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 117, comprising changing the display of the at least one redemption option of the gaming device.



119. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 116, comprising requiring player input at the gaming device prior to displaying the player's accumulated comp points.

120. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 116, comprising requiring player input at the gaming device prior to redemption of accumulated comp points.

121. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 116, wherein providing the player with the opportunity to redeem at least a portion of the accumulated comp points comprises dispensing from the gaming device a ticket redeemable for at least one of goods and services comprising displaying at least one redemption option to a player at the gaming device.

Cl 122. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 121, wherein providing the player with the opportunity to redeem at least a portion of the accumulated comp points comprises printing a ticket at the gaming device.

123. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 116, comprising accumulating a plurality of comp values according to different comp criteria.

124. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 123, wherein each of the plurality of comp values has corresponding comp awards.

125. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 124, wherein each comp value of the plurality of comp values has a different corresponding comp award.

126. (Original) A method of conducting a wagering game on an electronic gaming device according to claim 123, comprising providing the player with an opportunity to continue accumulating comp value according to a comp criteria after the player has reached a comp value level which qualifies for a comp award.